

WHAT IS CLAIMED IS:

1. A display device provided with a gaming machine, comprising:

pixel units each of which is formed by arranging
5 each one of a plurality of kinds of pixel electrodes
which display predetermined colors respectively;

drive control means for controlling an
information signal supplied to the pixel electrodes;
and

10 information signal lines that connect outputs for
one pixel from the drive control means with the pixel
electrodes for the same color included in a pair of the
pixel units respectively in a one-to-many relationship,
wherein one pixel is constituted by a pair of
15 adjacent pixel units.

2. The display device according to claim 1,
wherein the pixel electrodes are arranged in matrix on
an xy plane, and the pixel electrodes for the same
color are arranged in a y direction and the same
20 pattern is continuously arranged in an x direction to
form a stripe.

3. A gaming machine, such as a slot machine or
a pachinko machine, comprising:

a display unit that is constituted by a plurality
25 of kinds of pixel electrodes that display predetermined
colors respectively and are arranged in matrix,

wherein the display unit comprises:

pixel units each of which is formed by arranging each one of a plurality of kinds of pixel electrodes which display predetermined colors respectively;

5 drive control means for controlling information signals supplied to the pixel electrodes; and

an information signal line that connect outputs for one pixel from the drive control means with the pixel electrodes for the same color included in a pair of pixel units respectively in a one-to-many relationship; and

wherein one pixel is constituted by a pair of adjacent pixel units.

4. The gaming machine according to claim 3,
15 wherein the pixel electrodes are arranged in matrix on an xy plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

20 5. The gaming machine according to claim 3, wherein the display unit is a highly transmissive liquid crystal display provided on a game board.